

# Avelyn

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Avelyn.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Avelyn>

“ *Repeating crossbow cherished by the weapon craftsman Eidas. Its elaborate design makes it closer to a work of art than a weapon.*

*Intricate mechanism makes heavy damage possible through triple-shot firing of bolts,*

*but in fact each bolt inflicts less damage.*

## Availability

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The Duke's Archives treasure

The chest is at the top of a bookshelf, accessible by dropping from a moving staircase.

+ Show methods to get the Avelyn - Hide methods to get the Avelyn

### By Dropping from Staircase (Video)

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Be wary that when missing the bookshelf, most players usually die have to start over from the bonfire.

1. Clear as many enemies from the surrounding area as possible or wear Ring of Fog.
2. Get on the middle part of the moving stairs and position it so that the bottom portion of the stairs is furthest away from the chest.
3. Start the stair rotating towards the chest and run down the stair. Pause for a second and then drop onto the bookshelf.

### Using an Auto-save Exploit (Video)

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This method is the easiest and most reliable way to acquire the Avelyn.

1. Clear as many enemies from the surrounding area as possible or wear Ring of Fog.
2. Turn the staircase so that the lower portion of the staircase is on the side where the Avelyn chest is located.

- 3. Step off the bottom of the lower portion of the staircase onto the landing (on the side above the Avelyn chest), and stay there next to the staircase for at least 5 seconds (enough time for the game to save your position).
- 4. Get back on the staircase again and turn the stairs one time so that the upper portion of the staircase is now on the side where the Avelyn chest is located.
- 5. While still standing on the staircase, quit the game.
- 6. Reload your game.

After performing these steps the player will be standing on the landing directly above the bookcase where the Avelyn chest is located (the location where they previously stood for at least 5 seconds), with the staircase turned so that it's not blocking their way. The reason they end up in this location is that the game doesn't recognize the moving stairs as "solid ground", so when the game is reloaded, it puts them back on the last piece of "solid ground" they occupied (the ledge just above the bookcase containing the Avelyn chest). And because the stairs have been turned, they now have a free fall directly down on top of the bookshelf with the Avelyn chest (note that if edging off carefully may cause the character to fall just short of the bookcase and die, so just step out confidently).

# General Information

Shoots three bolts per shot.

The fact that it shoots three bolts at once means that it takes three times as much ammunition as any other crossbow in the game, so make those shots count. If only a single bolt hits an enemy most of the time, it's better to use the Heavy Crossbow instead, as it is lighter and has higher damage-per-bolt ratio.

Binoculars can help with aiming. With the Binoculars, line the target up in the exact center of the screen. Change to the Sniper Crossbow without moving the camera, then fire.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Avelyn	37/0/0/0  (Normal)	50	150	6.0	16 <sup>1</sup> /14/0/0  -/-/-	50

# Upgrades

# Basic

Standard upgrade path.  
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Avelyn +0	37/0/0/0	-/-/-/-				
Avelyn +1	62/0/0/0	-/-/-/-	1			
Avelyn +2	74/0/0/0	-/-/-/-	1			
Avelyn +3	85/0/0/0	-/-/-/-	2			
Avelyn +4	96/0/0/0	-/-/-/-	2			
Avelyn +5	107/0/0/0	-/-/-/-	3			
Avelyn +6	122/0/0/0	-/-/-/-		1		
Avelyn +7	133/0/0/0	-/-/-/-		1		
Avelyn +8	144/0/0/0	-/-/-/-		2		
Avelyn +9	155/0/0/0	-/-/-/-		2		
Avelyn +10	166/0/0/0	-/-/-/-		3		
Avelyn +11	181/0/0/0	-/-/-/-			1	
Avelyn +12	192/0/0/0	-/-/-/-			1	
Avelyn +13	203/0/0/0	-/-/-/-			2	
Avelyn +14	214/0/0/0	-/-/-/-			3	
Avelyn +15	229/0/0/0	-/-/-/-				1

# Crystal

Durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).  
Requires

- Avelyn +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab
Crystal Avelyn	192/0/0/0	-/-/-	1	
Crystal Avelyn +1	203/0/0/0	-/-/-	1	
Crystal Avelyn +2	214/0/0/0	-/-/-	1	
Crystal Avelyn +3	225/0/0/0	-/-/-	2	
Crystal Avelyn +4	236/0/0/0	-/-/-	3	
Crystal Avelyn +5	251/0/0/0	-/-/-		1

## Lightning

Lightning damage added. All stat bonuses removed  
Requires

- Avelyn +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab
Lightning Avelyn	103/0/0/96	-/-/-	1	
Lightning Avelyn +1	111/0/0/103	-/-/-	1	
Lightning Avelyn +2	118/0/0/111	-/-/-	1	
Lightning Avelyn +3	125/0/0/118	-/-/-	2	
Lightning Avelyn +4	133/0/0/125	-/-/-	3	
Lightning Avelyn +5	140/0/0/133	-/-/-		1

## Magic

Magic damage added. All stat bonuses removed  
Requires

- Avelyn +5
- Green Titanite
- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab
Magic Avelyn +0	70/69/0/0	-/-/-	1		
Magic Avelyn +1	78/77/0/0	-/-/-	1		
Magic Avelyn +2	86/85/0/0	-/-/-	1		
Magic Avelyn +3	94/94/0/0	-/-/-	2		
Magic Avelyn +4	102/102/0/0	-/-/-	2		
Magic Avelyn +5	110/111/0/0	-/-/-	3		
Magic Avelyn +6	118/119/0/0	-/-/-		1	
Magic Avelyn +7	126/127/0/0	-/-/-		1	
Magic Avelyn +8	134/136/0/0	-/-/-		2	
Magic Avelyn +9	143/144/0/0	-/-/-		3	
Magic Avelyn +10	151/154/0/0	-/-/-			1

# Divine

Divine damage added. All stat bonuses removed  
Requires

- Avelyn +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	White Titanite Chunk	White Titanite Slab
Divine Avelyn +0	62/77/0/0	-/-/-	1		
Divine Avelyn +1	70/86/0/0	-/-/-	1		
Divine Avelyn +2	77/96/0/0	-/-/-	1		
Divine Avelyn +3	85/105/0/0	-/-/-	2		
Divine Avelyn +4	92/114/0/0	-/-/-	2		
Divine Avelyn +5	100/124/0/0	-/-/-	3		
Divine Avelyn +6	107/133/0/0	-/-/-		1	
Divine Avelyn +7	115/142/0/0	-/-/-		1	
Divine Avelyn +8	122/151/0/0	-/-/-		2	
Divine Avelyn +9	130/161/0/0	-/-/-		3	
Divine Avelyn +10	137/170/0/0	-/-/-			1

# Fire

Fire damage added. All stat bonuses removed  
Requires

- Avelyn +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Avelyn +0	66/0/66/0	-/-/-	1		
Fire Avelyn +1	75/0/75/0	-/-/-	1		
Fire Avelyn +2	83/0/83/0	-/-/-	1		
Fire Avelyn +3	92/0/92/0	-/-/-	2		
Fire Avelyn +4	100/0/100/0	-/-/-	2		
Fire Avelyn +5	109/0/109/0	-/-/-	3		
Fire Avelyn +6	118/0/118/0	-/-/-		1	
Fire Avelyn +7	126/0/126/0	-/-/-		1	
Fire Avelyn +8	135/0/135/0	-/-/-		2	
Fire Avelyn +9	143/0/143/0	-/-/-		3	
Fire Avelyn +10	153/0/153/0	-/-/-			1

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>

<b>Durability:</b>	The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	The weight of the weapon. Note that carrying over 50% of user's Equip Weight will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
<b>Requirements:</b>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an weapon are W/X/Y/Z:</p> <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<b>Stat Bonuses:</b>	The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).

## Footnotes

1. when two handing this weapon, only 11 Strength is required